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C010932

ATARI®
VIDEO PINBALL™

OWNER'S MANUAL

MODEL C380

ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division, 1195 Borregas Ave., Sunnyvale, CA 94086

ATARI® VIDEO PINBALL™

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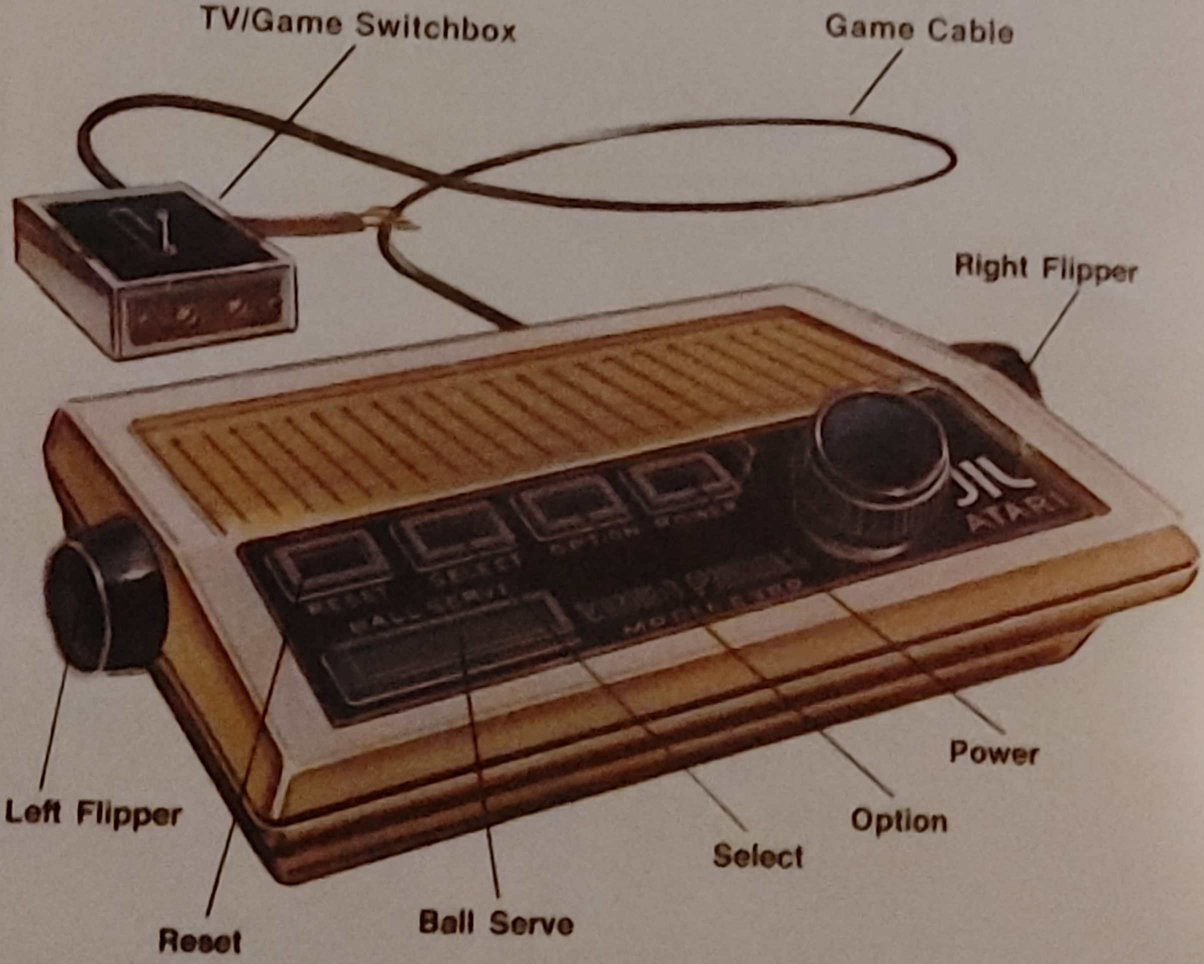
UNPACK GAME

When unpacking your Atari Video Pinball™ you should have:

- Atari Video Pinball Console with 16 foot coaxial cable
- Switch Box with twin lead wires

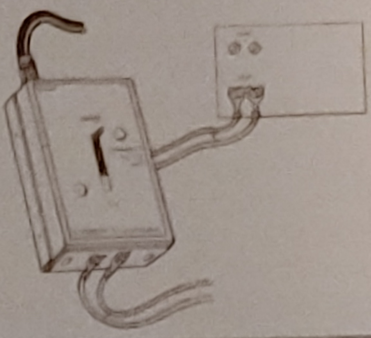


TV/Game Switchbox
Game Cable
Right Flipper
Power
Left Flipper
Option
Select
Reset
Ball Serve

FIG. 1 — Atari Video Pinball™ Parts

INSTALL SWITCH BOX

Your TV/Game Switch Box attaches easily to your TV's VHF antenna screws. Find the picture that looks the most like the back of your TV set and follow those instructions. A flat screwdriver is required.

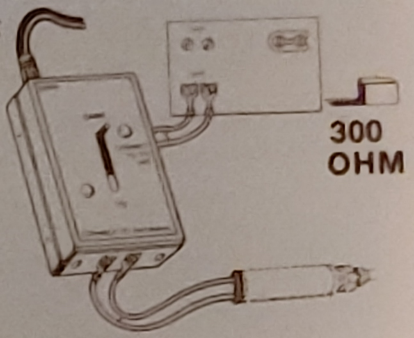


If your TV has four screws only:

A. Disconnect the twin-lead wire from your TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.

B. Connect the twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.

In each of these two cases, you may need to buy an "impedance matching transformer" (also called a "balun coil"). The transformer is necessary only if you do NOT have a flat twin-lead antenna wire. It is available at a nominal cost from your local TV and hifi stores.



If your TV has a "U" shaped slider or a slide switch:

A. Move the "U" shaped slider to make connection between the two screws.

OR

Push the slide switch to the side marked "300 ohm" or "300 Ω".

B. If you have a round antenna cable:

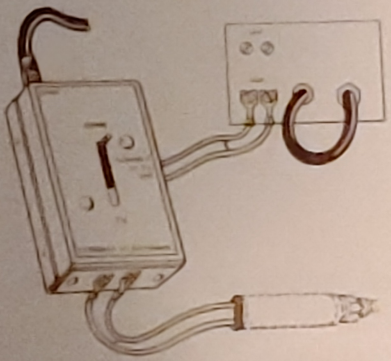
- Disconnect the cable from your TV.
- Screw the cable into the impedance-matching transformer.
- Attach the impedance-matching transformer to the "Antenna" screw terminals on the TV/Game Switch box.

OR

If you have flat twin-lead antenna wire:

- Disconnect it from the TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.

C. Connect the short twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.



If your TV has a short round cable:

A. If you have a round antenna cable,

- Disconnect the cable from your TV.
- Screw the cable into the impedance-matching transformer.
- Attach the impedancematching transformer to the "Antenna" screw terminals on the TV/Game Switch Box.

OR

If you have flat twin-lead antenna wire:

- Disconnect it from the TV and attach it to the "Antenna" screw terminals on the TV/Game Switch Box.

B. Attach the TV's short loose-hanging cable to the connector next to it on your TV set.

C. Connect the twin-lead wire from the TV/Game Switch Box to the VHF antenna terminals on your TV set.

D. Plug the Game Cable from your Atari Video Pinball Console into the TV/Game Switch Box at the "game" connector. The TV/Game Switch Box can be left on your TV set permanently without bothering your TV program reception.

The TV/Game Switch Box can be attached permanently to the back of your TV set.

- Peel off the protective paper on the back of the TV/Game Switch Box.
- Press the exposed sticky surface onto any clear area on the back of your TV near the antenna terminals.

By attaching a TV/Game Switch Box to each TV in your home, you can easily move your Atari game from room to room. Extra TV/Game Switch Boxes, part number CA010325, are available from Atari, Inc. See page 14 for ordering information.

FEDERAL COMMUNICATIONS COMMISSION REGULATIONS REQUIRE:

- Avoid using any more twin-lead wires from the TV/Game Switch Box to your TV than is supplied with the TV/Game Switch Box.
- Avoid connecting the twin-lead wire from the TV/Game Switch Box to any TV antenna or cable TV outlet.
- Avoid attaching loose wires to your TV antenna terminals when using your Atari Video Pinball.

Any of the above may cause interference to nearby TV sets and is against Federal Communications Commission (FCC) regulations.

GETTING POWER TO YOUR PINBALL

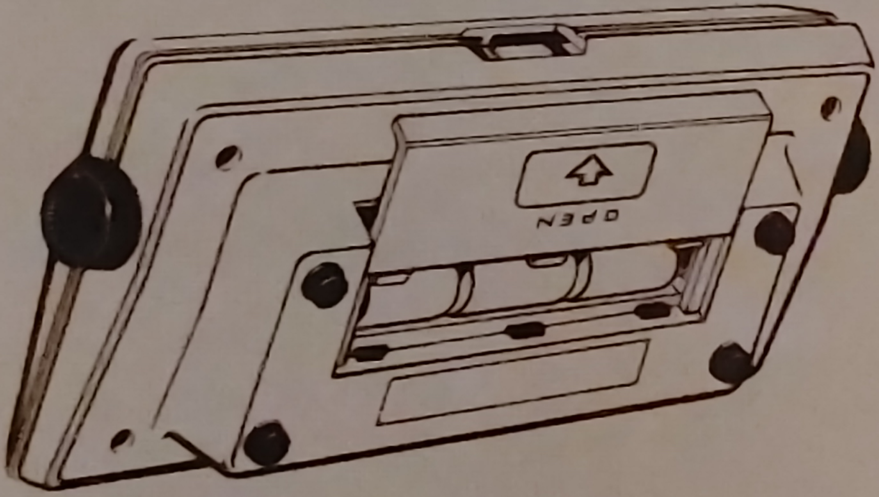


FIG. 2 — **Battery Installation**

From Batteries: Unless you purchase the optional battery eliminator, your Video Pinball will require six "C" batteries. On the bottom of the Console you will find a sliding panel with an arrow on it. Place both thumbs on the panel, press down, and slide in the direction the arrow is pointing. Insert the batteries according to the diagram on the bottom of the compartment. MAKE SURE ALL BATTERIES ARE GOING IN THE RIGHT DIRECTION. Then just slide the cover back into place and you're almost ready to play.

From the Wall Socket: By purchasing the Atari Battery Eliminator part no. C010472, you can forget about batteries and run your Video Pinball on house current. Just plug the Eliminator into the wall socket and the eliminator cord into the AC jack at the rear of the Console base. No need to remove the batteries. The Eliminator will just bypass them.Use of any Battery Eliminator other than that designed for Atari Pinball can damage the unit and invalidate the warranty. (Power requirements: 9 V.D.C., 500 m.a.)

TO START PLAY

You've set it up. You've plugged it in. Now you're ready to turn on the fun. On the Switch box, slide the switch to GAME and turn on your television set. If your television has automatic fine tuning, turn it off and turn the sound off. Set your dial on Channel 3. Then press the Power button and a game field will appear on the screen. If a particularly strong television station is broadcasting on Channel 3 in your area (or on cable television), it may be necessary to remove the antenna wire or cable from the antenna connection on the TV/Game switch box to get a clear picture.

CONTROL PANEL

On the top side of your Console unit you'll find buttons, switches and knobs. They are the controls for your Video Pinball game. This diagram will give you an idea of what to push and when to push it.

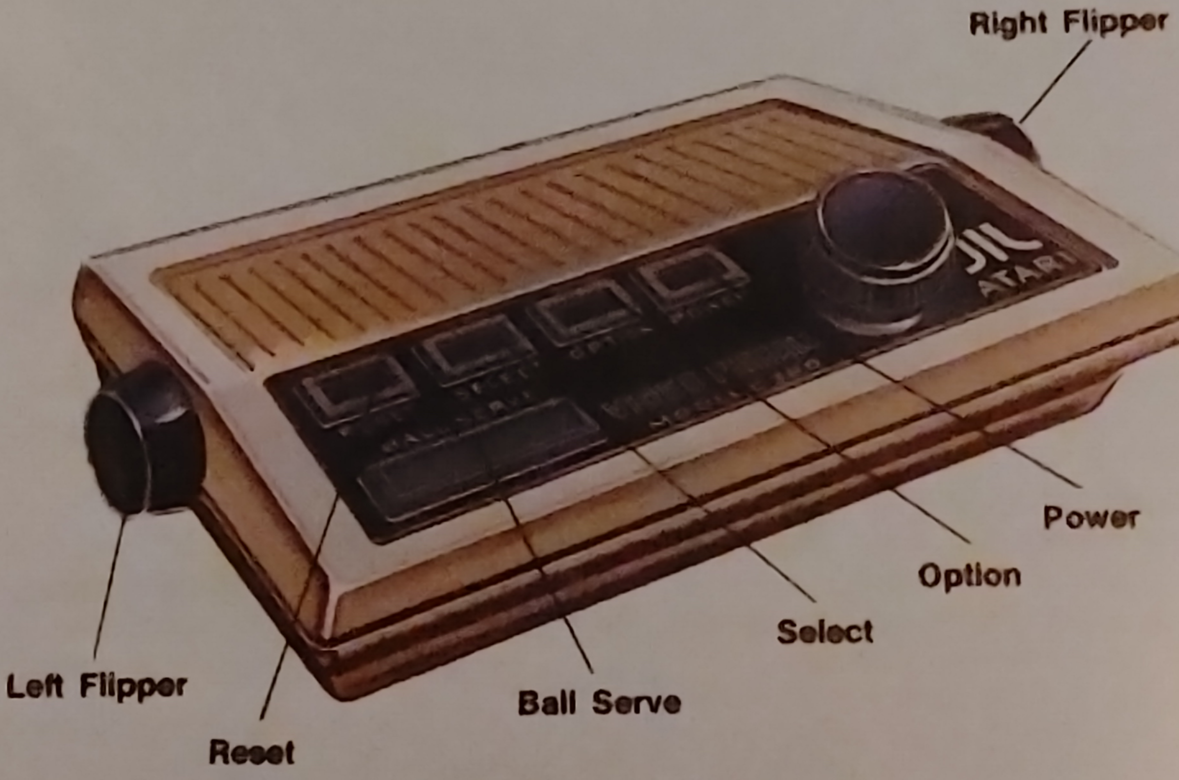


FIG. 3 — Pinball Console

Game Select button — You can cycle through the seven games by pressing the Game Select button. Each new game will automatically begin with option 1.

Option Select button — By choosing the right option, you can match the paddle size, playing conditions and number of balls to your skills.

Reset button — The one that starts it all. Begin each new game by pressing the Reset button.

Paddle Control knob — Moves the paddle from side to side.

Ball Serve — Put the ball in play by depressing the serve button.

Flipper buttons — Put the flip in your flippers and the bound in your Rebound.

FLIPPER PINBALL 1 & PADDLE PINBALL 1

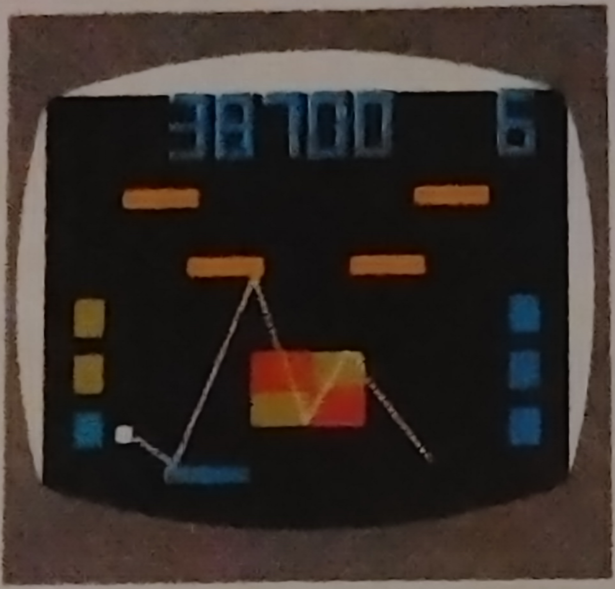


FIG. 4 — Flipper Pinball 1

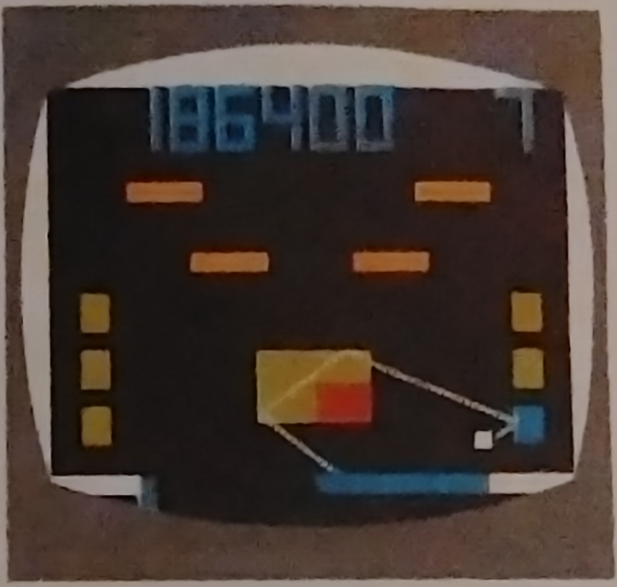


FIG. 5 — Paddle Pinball 1 Playfield

Flipper Pinball 1 and Paddle Pinball 1 playfields are similar. The major play action difference between the two games is the way you control the ball:

- In Flipper Pinball, use the FLIPPER buttons on either side of the Console to move the paddles at the bottom of the playfield. (The paddles only remain in upward position momentarily when you push the FLIPPER BUTTONS).
- In Paddle Pinball, use the PADDLE control knob to move the paddle horizontally at the bottom of the playfield.

The game automatically serves the ball when you press the BALL SERVE button. The object of the game is to direct the ball to the bars and blocks on the playfield. Each bar and block is worth different points.

Scoring — Yellow Top Bars
When the ball hits one of the four yellow bars at the top of the playfield, you score 200 points. The first time a ball is hit, its color changes to red. The bar's red and yellow colors alternate after each hit. You will notice that the ball speed increases after it hits one of these bars.

Scoring — One Yellow Center Block
The yellow block in the center of the playfield will change color from red to green when the ball enters. You score 100 points every time the ball bounces off an inside wall.

Scoring — Six Green Side Blocks
When the ball hits any green side block, you get 100 points and the block changes color to blue. When you hit the blue block, you score 200 points and the blue color turns to red. Hit the red block and you score 400 points and the block disappears. Eventually, all your side blocks will disappear! The blocks will automatically reappear when you change ALL of the four TOP BARS of the playfield to the same color. (red or yellow) Plus you score 1500 points.

NOTE: The paddle in Paddle Pinball will shrink to half original size when the six side blocks reappear. Even when you are playing with the half paddle option, the paddle will shrink to half size again. The paddle returns to full size on the next serve.

FLIPPER PINBALL 2 & PADDLE PINBALL 2

Playing action for Flipper Pinball 2 and Paddle Pinball 2 is the same as Flipper Pinball 1 and Paddle Pinball 1. The only difference is the scoring and playfield.

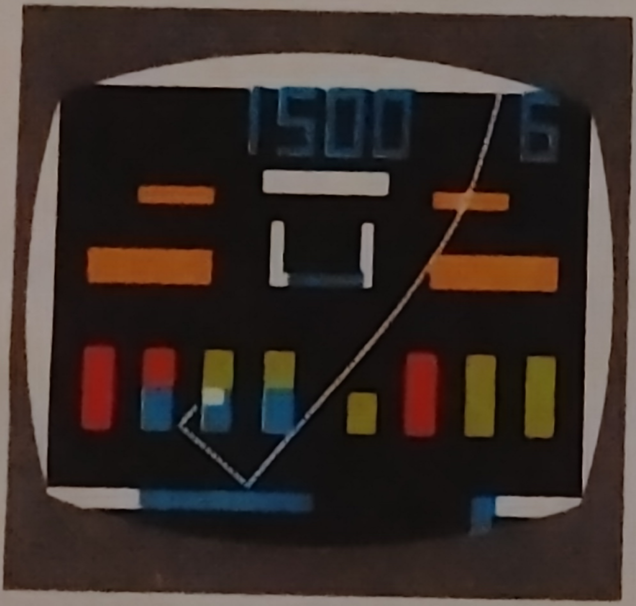


FIG. 6 —
FLIPPER PINBALL 2 PLAYFIELD

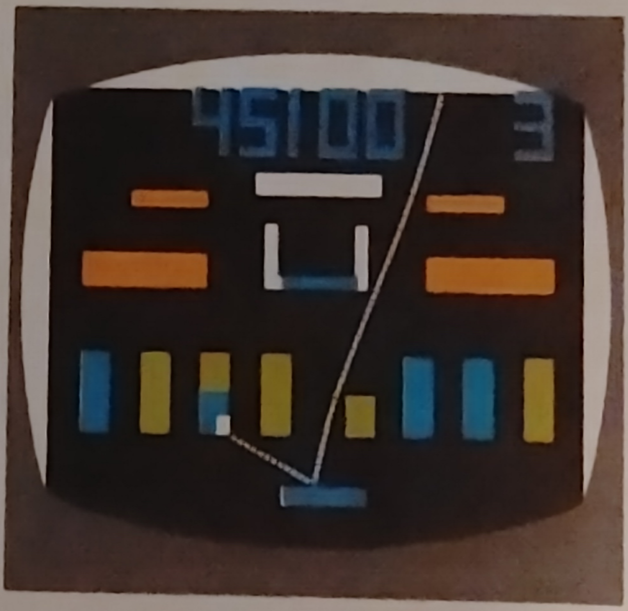


FIG. 7 —
PADDLE PINBALL 2 PLAYFIELD

Scoring — White Bar
The white top bar scores 200 points when the ball passes through the top of it. No points are made when the ball strikes the bottom side of the bar.

Scoring — Two Small Yellow Side Bars
Score 200 points when the ball passes through them. Score 100 points when the ball bounces off the long sides of the bars.

Scoring — Two Side Boxes
After the ball enters each box, you score 100 points every time it bounces off an inside wall. Score 200 points when through the box.

Scoring — Center Hoop

When the ball passes through the hoop from the bottom, you get 200 points. Score 800 points when the ball goes through from the top of the hoop.

NOTE: In Paddle Pinball 2, the ball speed increases after the ball goes through the hoop from the top.

Scoring — Color Block Rows

Each block in the two rows of color blocks at the bottom of the playfield is worth points depending on its color:

Green Block - 100 points
Blue Block - 200 points
Red Block - 400 points

When the ball hits a red block, the block disappears. When any row of blocks is gone, make the row reappear by passing the ball through the center hoop. The row will reappear and you score 1500 points. If both rows are gone, go through the hoop again. The second row will reappear and you score another 1500 points.

Flipper Pinball 1 and 2 Options

Select any one of the following options to create a variation of the basic Flipper Pinball game:

- **Option 1** — Press the two FLIPPER buttons and the flippers move simultaneously. You have seven balls.
- **Option 2** — Press the two FLIPPER buttons and the two flippers move simultaneously. You have five balls.
- **Option 3** — Press the right FLIPPER button and the right flipper moves. Press the left button and the left flipper moves. Flippers will not move simultaneously. You have five balls.
- **Option 4** — Press the right FLIPPER button and the right flipper moves. Press the left button and the left flipper moves. Flippers will not move simultaneously. You have three balls.

Paddle Pinball 1 and 2 Options

- **Option 1** — The paddle is regular size. You have seven balls.
- **Option 2** — The paddle is regular size. You have five balls.
- **Option 3** — The paddle is one half size. You have five balls.
- **Option 4** — The paddle is one half size. You have three balls.

REBOUND™ 1 & REBOUND™ 2

The object of Rebound 1 and 2 is to catch the dropping ball on the paddle, and then use the FLIPPER or SERVE buttons to shoot it up through the hoop.

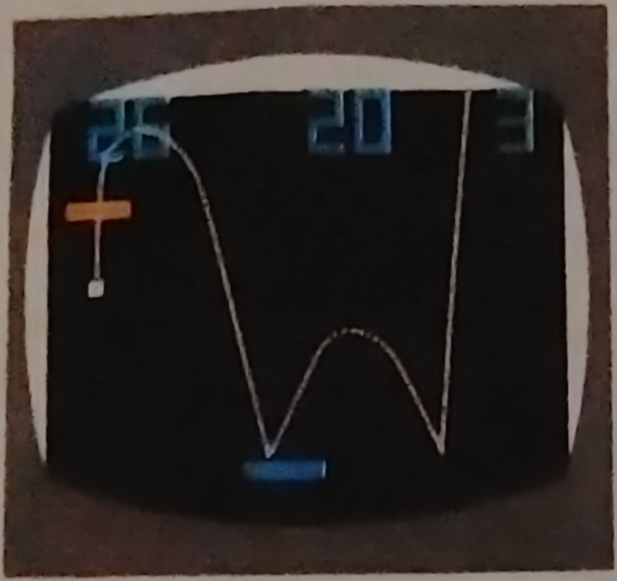


FIG. 8 — Rebound 1 Playfield

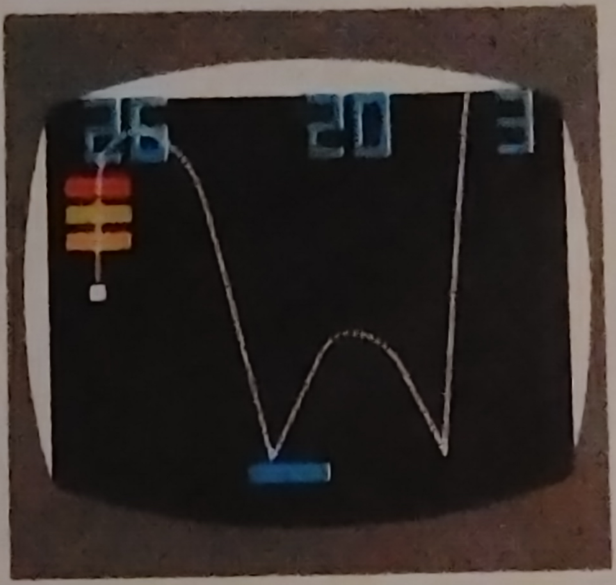


FIG. 9 — Rebound 2 Playfield

As the ball is served from the top of the playfield, move the paddle under it with your paddle control knob. The ball will bounce slightly. Dribble it across the field, aim, and then shoot by pressing the serve button or the flipper button. (Both buttons produce the same reactions.)

NOTE: When you're ready to shoot, press the serve button of the flipper button as the ball is in the air. When the ball makes contact with the paddle, the shot will be more effective.

The ball must be dribbled at least twice between shots. Score two points when the ball passes through the basket from the top. After each score, the basket moves to the other side of the field. If you drop the ball while dribbling, or after a shot, it counts as a miss.

Your score is shown at the top left of the screen. The number of remaining balls is at the top right of the screen. If this is a consecutive game of Rebound, your previous score is stored to the right of your present score. (That way, two competing players can compare scores.)

Rebound 2 triples your fun by giving you three baskets to shoot at. You score two points for each goal you pass through, and up to six points if you pass through all three. After scoring, the target will pass to the other side of the field.

Rebound 1 and 2 Options

- **Option 1** — The paddle is regular size. You have seven balls.
- **Option 2** — The paddle is regular size. You have five balls.
- **Option 3** — The paddle is one half size. You have five balls.
- **Option 4** — The paddle is one half size. You have three balls.

BREAKOUT™

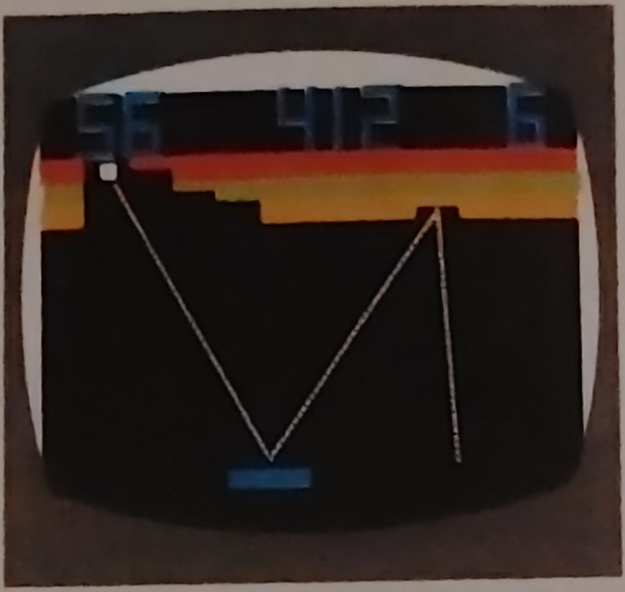


FIG. 10 — Breakout™ Playfield

The object? To remove a wall of bricks at one time. For your sledge hammer you have the ball. Put a ball in play by pressing the Serve button. When you strike a brick with the ball, the brick disappears and the ball bounces back to the paddle. The number of points you score for each brick depends on its color. There are six rows of bricks with three different colors. Here's how to score: Yellow Bricks — 1 point, Green Bricks — 4 points, Red Bricks — 7 points.

After you completely remove the wall from the playfield, the wall automatically sets up a second time. The maximum score is 864 points when you remove both walls.

Strike a brick in the second green row or any red row and the ball speeds up. The paddle shrinks to half size when the ball hits the top boundary. When the ball is served, it returns to the original speed and the paddle returns to original size.

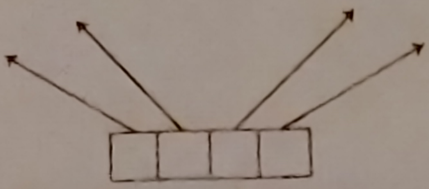
Your score is in the upper left corner of the playfield. The number of remaining balls is in the right corner. If you are playing a consecutive game of Breakout, the previous game score will be stored on the screen to the right of the new score. (That way, two competing players can compare scores.)

Breakout Options

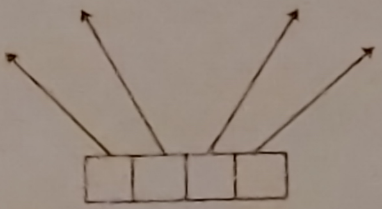
- **Option 1** — The paddle is regular size. You have seven balls.
- **Option 2** — The paddle is regular size. You have five balls.
- **Option 3** — The paddle is half size. You have five balls.
- **Option 4** — The paddle is half size. You have three balls.

SECRETS OF BALL & PADDLE CONTROL

The paddle, no matter what size it is (normal, half size or quarter size), is divided into four sections. For the first through fourth hits, the ball will bounce off the paddle as shown in Diagram "A", no matter how it may strike the paddle. After the fifth hit, the ball will react as shown in Diagram "B". At this time, the ball will appear to speed up slightly. Diagram "C" shows how the ball reacts after the ninth consecutive hit. After the 13th hit, the ball will speed up again and bounce as shown in Diagram "D". This is true whether you are playing either Paddle Pinball or BREAKOUT.

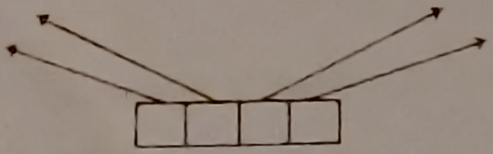


A. 1st Through 4th Hits



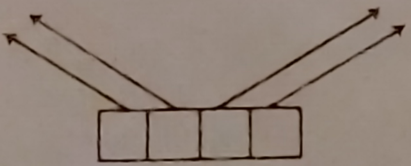
B. 5th Through 8th

In BREAKOUT, there is another ball and paddle action, as shown in Diagram "E". This occurs when the ball has hit the second row of green bricks or any red bricks. Lock the ball into this pattern and bounce it into one end of the wall, leaving just a small hole for the ball to escape after "breaking through". Try to eliminate as many of the red bricks and the top row of green bricks as you can from the topside. Once these bricks are gone, the ball will not increase in speed past the 13th hit and becomes easier to "aim" towards any remaining bricks.

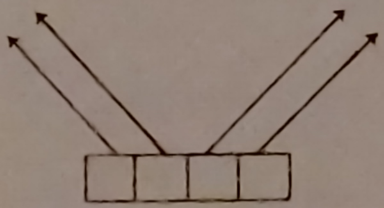


C. 9th Through 12th

In the REBOUND games, the ball will bounce off the paddle as shown in Diagram "A". This is true whether you are "dribbling" the ball or taking a shot at the goal.



D. 13th Hit & After



E. After hitting 2nd row green bricks or any red bricks

HOW TO CARE FOR YOUR VIDEO PINBALL™

- Clean the outside game parts with a soft and slightly damp cloth.
- Avoid pouring any liquid in the speaker opening.
- Remove batteries from the control unit when not in use over a month.
- Avoid lifting the console by the connecting wires. This could bend or crimp them and break the wires' internal insultation.
- Avoid dropping any part of the game.
- Turn the game off when not in use.
- Keep the game away from excessive heat.

TROUBLESHOOTING CHECKLIST

SYMPTOM	CAUSE AND REMEDY
Picture flickering when scoring	• Low voltage. Change batteries.
No Playfield image on screen or whitish-grey screen.	• Batteries low, dead or not correctly installed. • Switch box set at "TV". Change to "GAME". • Game Cable not properly plugged into Switch Box. • Twin-lead wire not properly attached to rear of television. • Battery Eliminator not plugged into wall and/or Control Unit. • On/Off Switch not pushed to "ON" position.
No regular television programs.	• Switch Box set at "GAME". Change to "TV". • Twin-lead wire not properly attached to rear of television. • Antenna wire not properly attached at "300 OHM" screws on switch box.
Buzzing sound from loudspeaker	• Television volume on too loud. Turn volume control all the way down.

Playfield fuzzy like weak television station	• Poor connections at antenna terminals of television set or Switch Box.
Playfield unsharp, unsteady or no color.	• Television is not fine-tuned for best picture. Use fine-tuning knob, color or tint controls on television set to adjust.
Playfield comes on television screen but buttons and flippers do not work.	• Low voltage. Change Batteries.
Picture breaks up when game sounds come through speaker	• Low voltage. Change Batteries.

REPLACEMENT PARTS

The replacement parts listed below should be ordered directly from ATARI, INC Consumer Division, Parts Department, 1195 Borregas Avenue, Sunnyvale, Calif. 94086. When ordering repair parts, always include the following information:

- Part Number
- Model Number
- Part Name
- Name of Game

The Model Number of your Atari VIDEO PINBALL is located on the bottom of the Console unit. Always mention the Model Number when requesting service or repair parts.

NAME OF PART	PART OR MODEL NUMBER
TV/Game Switch Box	CA010325
Battery Compartment Cover Assembly	C010442-02
Rubber Foot	88-1004
Batteries, size "C"	Purchase locally
Owner's Manual	C010932

Your Atari video game is engineered not to show a phosphor memory of the playfield or score digits. We suggest, however, to protect your television:

1. When playing the games, turn down the contrast of your television.
2. Turn the Atari video game **OFF** when not in use.
